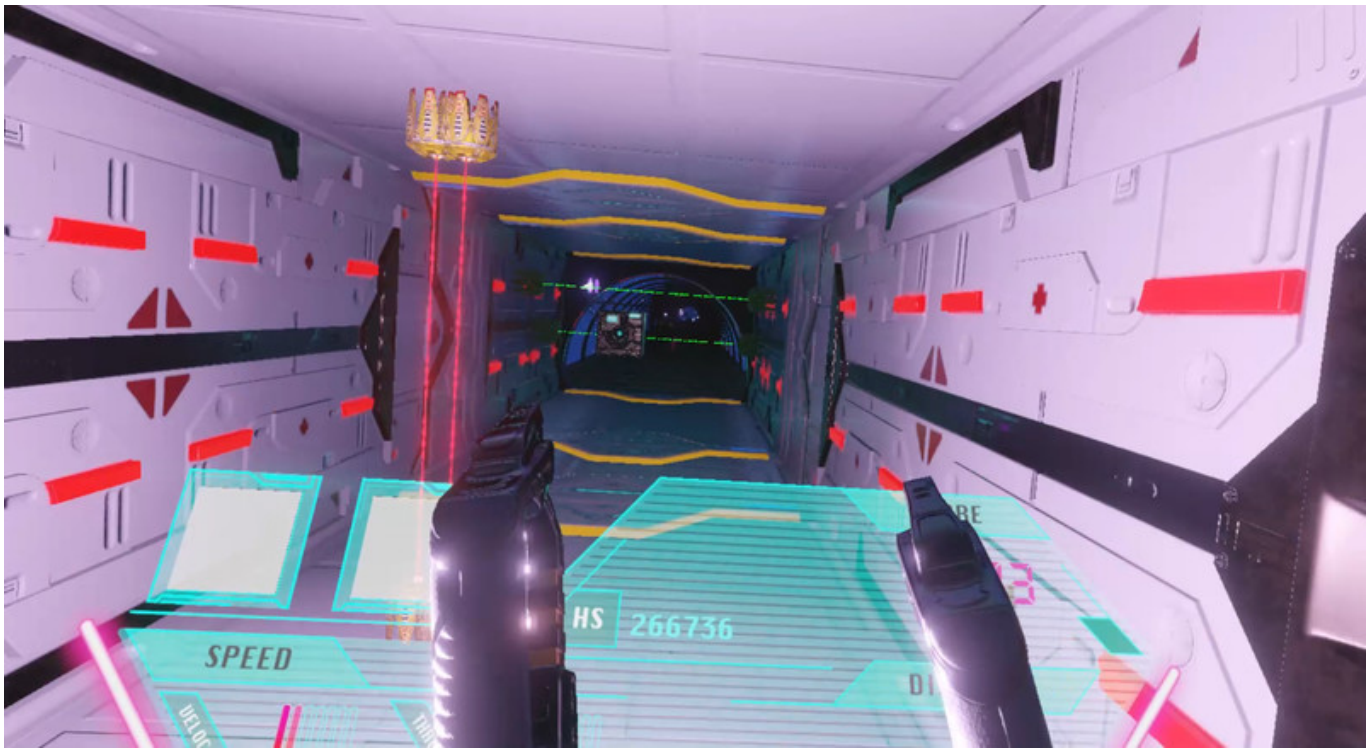
Plague Road License



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About This Game

Set around a city being consumed from within by a disease, Plague Road tells a story of a lone doctor who once abandoned their home and now returns to learn the fate of those they left behind. Travel from the safe refuge of your farm through a series of regions progressively more affected by the infernal plague.

On the road, rescue survivors and choose whether to use them as traveling companions or to improve the Doctor's farm and gain access to new abilities. How your farm progresses depends upon where you assign survivors to work.

Some survivor types are more valuable in certain jobs, but may be more useful still if kept available for expeditions. Surviving the road will rely on your ability to fight horrors created by the plague, in combat encounters featuring grid-based positioning and turn-based strategy mechanics.

Traverse four regions with procedurally generated stages, featuring richly illustrated 2D art, music from award-winning composer Sean Beeson and narration performed by Jim Sterling.

Title: Plague Road
Genre: Adventure, Indie, RPG, Strategy
Developer:
Arcade Distillery
Publisher:
Arcade Distillery
Release Date: 23 May, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 (64-bit)

Processor: Intel Core i5 2400

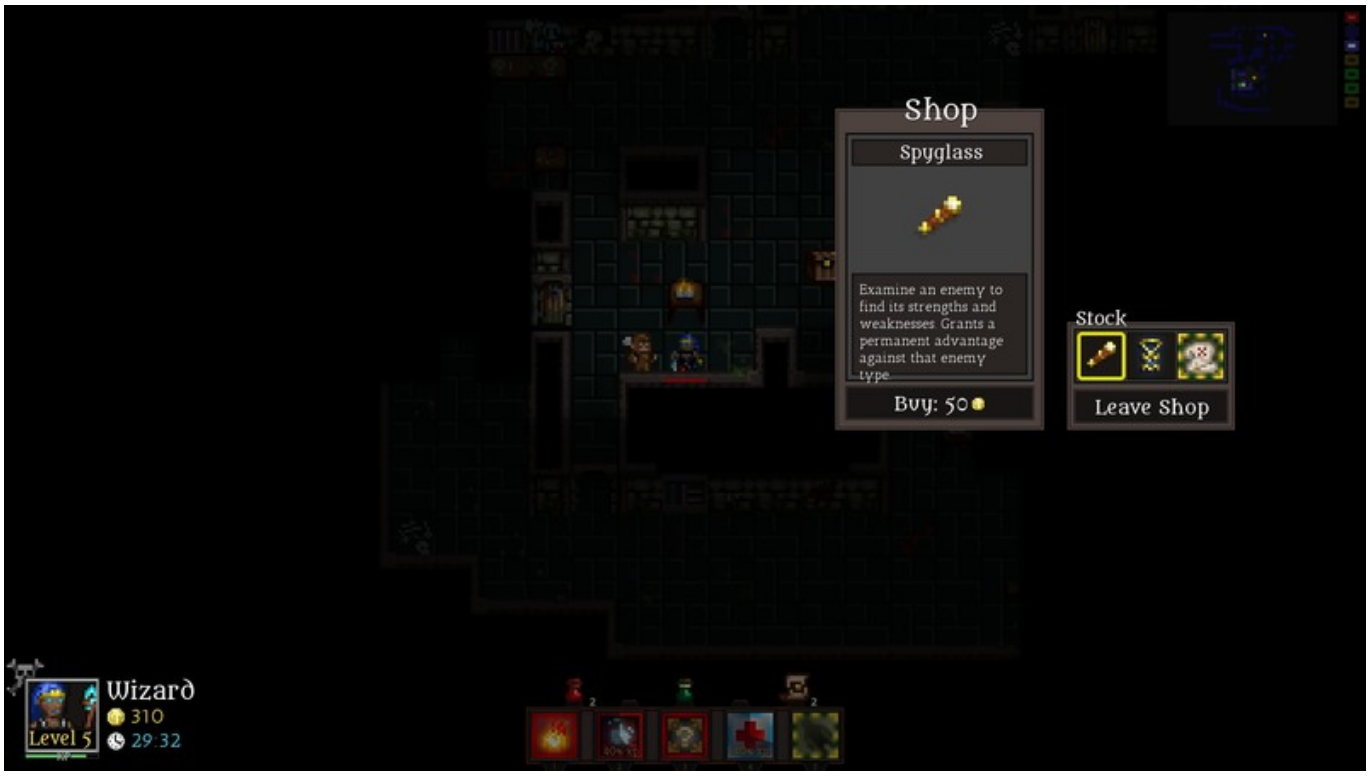
Memory: 4 GB RAM

Graphics: NVIDIA GeForce 550 Ti or AMD Radeon 7750

Storage: 400 MB available space

Sound Card: OpenAL Compatible

English


Shop
Spyglass
Examine an enemy to find its strengths and weaknesses. Grants a permanent advantage against that enemy type.
Buy: 50
Stock
Leave Shop
Wizard
310
29:32
Level 5

MAGIC
2014
SLOT 18

59
Hrs
Time
Remain
PP:0
Press"U"
LV0
EXP:
0
200
Wood + Sticks.
Hmmm?
Easy Mode
Pretty full
Mild
Fine
Mood: Happy
iiege atoll

Arkanoid clone where you can "suck" or "blow" objects around the arena. Although there are many game modes and a lengthy campaign I don't feel this has much replay value considering the base game doesn't introduce anything new besides the physics mechanic. Nothing special apart from the music; I wouldn't recommend it to outsiders of the genre.. Much like From Outcast to Savior, it adds another campaign to the game. Unlike From Outcast to Savior, however, there is no benefit to having this DLC, aside from completing all game content and getting achievements.

Achievement hunters will need this DLC to get 3(?) achievements specific to this campaign.

As someone who likes going for the achievements, I'd recommend the DLC. However, due to the small\/non-existant community that plays multiplayer, the new equipment in the campaign is primarily useless outside of the campaign due to the lack of multiplayer games.. Everything in this game is super pretty, except for the horse and its animations.
The missions get repetitive very quickly, the story mostly boils down to "welcome back Mika, let's do some chores".
If the horse was at least well animated, I'd recommend this only for the option to ride around a beautiful open world, but as it is that just feels awkward.

Full review (including lots of gameplay gifs) here: https:\/\/www.themanequest.com\/blog\/2019\/5\/26\/ostwind-windstorm-review. While miles better than their first Sherlock Holmes game, this second outing is still not good. The plot's a bit of a jumble, and the items you have to find far too hidden. There's also no first person option, so most of the game is spent watching Holmes walk slowly around the large areas.

Frogwares gets better though! In fact every game after this is well worth playing, even the silly Hound of the Baskervilles.. Beautiful game. Fun, casual play. I beat it in around 2 hours, though. So $13 (original price) is probably a bit too high for this game. I would say it's a very nice $8 game, though. Definitely buy it if you see it on sale.. Just meh, nothing more to say really.. I really enjoyed MC:C and believed the project should not have been abandoned as it was. However...

This game is too buggy. It has crashed on me five times already, three before even getting past the intro screens! The devs should not have released this game in such a state. I'm requesting a refund. Shame on the devs for not being upfront and transparent about this terrible buggy game! STAY AWAY - DO NOT BUY!!!

UPDATE: Hyper Kat finally admitted something. But I think most would agree that it should of been announced to the public first, the issues facing release and NOT released MC:F, instead of meeting a deadline, which, by the way they didn't do because the game is currently unplayable! To be proud of meeting a deadline instead of delaying UNTIL it is at least playable is not thinking clearly. Just as, in my opinion, the kiling off of MC:C. I think Hyper Kat should of realized the public's attraction to MC:C and taken a step back, and re-approached the project with clarity of mind. So how can there be trust?. These Killing Floor characters really adds to the attitude to the game. The things these change are nothing really big except when you speak you get to see the character you are in the pop out picture. The other change you will see with these skins is on the left arm when you are holding the gun you will see a change in color and detail. It adds to your visuals not so much but affects how other people see you. They are fun to mess around with and change. I enjoy these character packs very much, I think they are fun to choose a character that fits your style of gameplay and your attitude in general. These character packs are for other people's benefit and not just your own so if your expecting a big change you will be disappointed. I would suggest picking up the character skins in the "Killing Floor Complete" with the base game in it or when you see them on sale individually. I have enjoyed using these skins as it adds more " "Character" to the game.. This game is being sold way too early. If this is going to be a decent tycoon game and I think it could one day be it is litterally 5% done. There is no real game play at all. You just build rigs make millions of dollars and you cant loose. The quest system is limited to a guy that shows up and says you owe him money and you never learn why but you just give him like a million dollars.

_ At this time I do not recomend this game.

A very chill and trippy game where you're a planet-sized spaceship cruising the galaxy. You warp from system to system, scanning planets and landing shuttles to resupply, occasionally having to fight off or avoid hostile planets or ships or whatever. There's mini-events as you encounter aliens and whatnot, there's some very limited crafting using elements you pick up from gas clouds or blowing up stuff, and the end goal apparently is to find another planet for humanity, but really the game feels more like an unguided space acid trip.

For me it was a little too unguided, a little too wander-y. I like games that are a more driven, where I can sort of feel myself taking steps towards a goal. So I personally got tired of the game pretty quick, and it's definitely not for everyone. But I do think it is a very good game for anyone who likes slower paced open-ended explorey games that don't pressure you too much, especially if you want to play something super unique and very trippy.. This is actually, genuinely one of the best-designed games of last year. Really clever design, amazing soundtrack, top-notch visuals, well worth the price.. (Mild spoilers may follow - if concerned, simply read the TLDR.)

I did not like the wispy, trailing sensation I got from playing through the story. For a game with such an onerous main plot, where you play a central role in the fate of your entire people under the volition of the gods, you meander far too much and far too distractedly on your journey to the plot's destination.

An example: On your way to the game's pilgrimage site, which involves the traversement of a tedious marshland (this is not to be confused with the journey which came before, involving the traversement of a tedious highland), you can be captured by slavers. who bring you to a random city utterly unrelated to your quest, an event which the gods bewilderingly allow to happen despite their propensity for intervening in more trivial pursuits. You spend far too great a portion of the game in an arena where slaves are made to fight each other to the death, isolated from your oblivious tribespeople.

Imagine the angst of playing through the storyline of an RPG, say, Skyrim, where one is to defeat a terrible dragon. And on your journey to its mountainous lair, you were abducted by slavers and hauled off to the bloodied sands of a coliseum halfway across the ocean - what a bewildering tangent! I am all for encumberments to the resolution of a quest, but only insofar as the villains are related to the quest itself, such that the fatal viccisitude would have been a trial to overcome, rather than a lengthy detour of misfortune devoid of your antagonist's malice, and empty of pertinence.

And thus I was away from my tribe for a drastically long period of time, separated by oblivious enemies from oblivious allies and when the time came to return to them - I was forced to leave behind the slaves who were yet in the arena, their fates unresolved and unintervened. This riles against me because what the game has done was introduce an entirely new playing field of story and morality, separate from the main questline, and then with a panoramic flick of the wrist dismissed the entire saga as though it didn't matter! A few sentences of guilt, and the entire tale vanished, never again remembered as we resumed our marshland hegira.

A tangent, and an empty one at that!

The problem with all of this is the lack of a sense of interconnectivity, which is exarcebated by the lack of a way to establish emotional attachment. A plot where you are chosen by the gods, and are leading your people on a diaspora to a hallowed ground, should be one which encourages you to actually care about the people and the gods. Apart from your advisor or two (you are limited in your interactions, being forced to choose from a rigid rubric of socialisation) you do not interact personally with individual members of the tribe. They are not a tribe of individuals for whom you care deeply, they don't even have names! None of them are family or friends, none of them are capable of dialogue or recurring interaction, they are all simply colourless pieces of resource meeples for you to collect and gather, and perhaps inspire on occasion with flaccid speeches.

I recall with amusement one of the scenes where you were forced, before a terrorist, to choose between two innocents who would be executed upon selection. You had to pick one over the other, and yet neither the damned nor the survivor in the aftermath of the damned would make any comment about your choice. I wanted to shake the survivor: "don't give me generic comments about our prison setting or how you in your infinite triteness want to be rid of it, I just murdered a person for you! Her decapitated head is right outside our cages staring! Talk to me, damn it, talk to me!"

Without a core of humanisation, there is no basal site for the player to establish emotional connections, no skeletal structure of plot to support small branching side-quests, let alone the meandering and convoluted monstrosities which had led me off the map several times to engage in unrelated storylines which were fleeting in significance and yet felt like an eternity to play

through due to their abysmal and narcotic tedium.

TLDR:
The flaws of the game may be summarised thusly: You may collect and acquire members for your tribe, but will never speak to any of them. You may recruit members after a quest in which there is interaction, but once they're in your tribe, forget about ever seeing them again. They are now no more than a number on your screen as you trail from one scene into another, like an old-timey movie presenting a flickering series of images - between which the only connection is that you remain inexplicably the viewer.

The game was a terribly lonely playthrough for me. None of the tribe struck me as alive, and even those few clip art people capable of dialogue had cardboard personalities, being incapable of memory and utterly imperceptive of the dramatic events which unfolded around them. Saga of the North Wind was a long meandering adventure, which *could have been a good thing, but unfortunately, there was no one there to talk about it.. Good word game, but needs a better dictionary.. Awesome and relaxing spy-like 'jazz' music.. I bought it, NO relationship to the DEV, and Id buy it again. Its not a \u2665\u2665\u2665\u2665ing wave shooter, it has depth, large levels, better than many Ive bought, long story short, it was less than the cost of 3 long island ice teas, and I had that much fun in the first 30mins I played. I know I probably sound like the devs GF or something I assure u Im not. (300 lbs white guy here) but if u got $20 to spend I suggest giving it a shot.*

I bought on a whim cuz I desperately needed new VR CONTENT Im jonesin man. Anywho its a great base. One thing Id like to say is my inventory thing does not all fit in my fov. And its super annoying AT TIMES.
Battles are abit sword wiggily ATM. I suggest something that makes u have to swing maybe velocity sensing. Still very early into it. I love it so far im sure it may even be as cool as vanishing relems, it definitely has the potential.. For me it scratched an itch that aint been scratched for a month. ITS FAR FROM PERFECT

BUT I SPOKE WITHTHE DEV ON REDDIT LAST NIGHT AND HE SEEMS VERY ACTIVE AND WANTING TO HEAR FROM YOU TOO AND DEDICATED TO MAKING IT A GREAT EXP FOR US. so for me I WONT be refunding it I got maybe and Hr into it so far and still feel new to the game. THATS A GREAT SIGN FOR ME. Im tired of paying $15 for 8min of VR.. The number 1 thing you need to know about this game is it is a point and click game that does not seem to give you any clues to point and click on however there is a very good guide on the steam page

http:\/\/steamcommunity.com\/app\/398450\/guides\/#scrollTop=0

the trailer makes you think That there is a lot of action but the game is way diff rent from what was depicted in the trailer honestly. My feeling when I finished it was thank god it is over It was ok but it almost felt like I was watching some armature cartoon and I had to rethread the film to see what happens next However. The game is very glitchy you have to wait to click till you figure out how to click it . I don't want to kill the developers ambition to make more games. But this thing was created in 2013 And the developers last post was Sept 27 2015. I strongly suspect that the game developer who just made this one game is no longer around Has gone on to other things So there is no ambition here to kill . so given that unfortunately this will be the one free game I am going to recommend not to download.. This is, without a doubt, the most fun you can have while screaming the lyrics to a MIDI version of Starship's 'We Built This City'.

10\/10, will be thinking about Lightmare in my sleep again.

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